



## FtF Rulebook cont.

### FAQs:

Q: Can two seekers be in the same square?

- Yes!

Q: How does moving diagonally work?

- If you want to move diagonally, it counts as 2 steps.
- To measuring distance, a diagonal counts as 1 square away.
  - Ex. 2 squares away refers to 2 rings around your current position

Q: How is it fair when one seeker starts seeking first?

- It is rare that their first guess is right, giving others the benefit from the shared knowledge of incorrect squares.

Q: Can we make it harder by hiding in a specific building?

- If you would like to add a second phase where you have to find the specific building a person is in, go for it!
- This will limit the squares a hider can choose since not all squares have buildings. The seeker questions are tailored to finding a specific square, so you might need to make up your own questions.

# Find the Farm Rulebook

## Contents:

- 1 Stanford Map
- 1 Die
- 1 Card Deck (60 seeker questions, 9 hider powers)
- 1 Round Tracker & Axe Tracker Token
- 4 Tree Player Pieces
- Solution Squares
- Seeker Map Trackers

## Objective:

- Seeker(s) take turns asking questions and moving around the board to deduce the hider's hiding spot
- Hider(s) must stay hidden for 6 rounds using their hider powers and keeping time for each seeker turn

## Set Up:

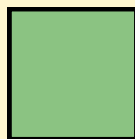
- Choose to play individually or in pairs
  - 2-4 players: play individually
  - 5+ players: play in pairs
    - With an odd number of players, the hider plays alone and the seekers play in pairs
- The most recent person who has left campus is the hider
- The hider selects 1 square from the board to "hide" in
  - Write down that location and place it face down on the designated board space
- The hider draws 2 powers from the hider powers
  - Show them to the seekers and place them face up
  - These powers are active the whole game
- Each seeker places their tree piece on The Oval to start
- Deal 3 seeker question cards to each seeker, maintaining 3 cards in hand throughout the game
- The axe starts on 1 in the round tracker.

# FtF Rulebook cont.

## Gameplay:

- Seekers take turns clockwise, starting at the hider
- On a turn, a seeker takes 3 moves in any combination and order:
  - **Ask:** Silently pass a seeker question card to the hider, who answers yes or no. Discard the card and draw a new one.
  - **Roll:** Roll the die and move up to that many steps in any cardinal direction.
  - **Guess:** Ask the hider if you are on their square. If yes, you win. If no, mark the square with a Cal marker.
  - **Draw:** Discard your hand and draw 3 new cards.
  - **Example:** a seeker can draw a new hand and then ask two questions.
- Each seeker turn is limited to 2 minutes.
  - The hider should keep time and cut them off if they have not taken all 3 of their actions.
- After each all seekers have taken a turn, the hider can increase the round tracker by 1.
- Winning:
  - The seekers win by being the first to correctly identify the hider's location.
  - The hider wins if they are not located before round 6 is completed.

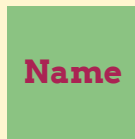
# KEY



Garages



Water Features  
(excl. Lake Lag)



Sports Fields

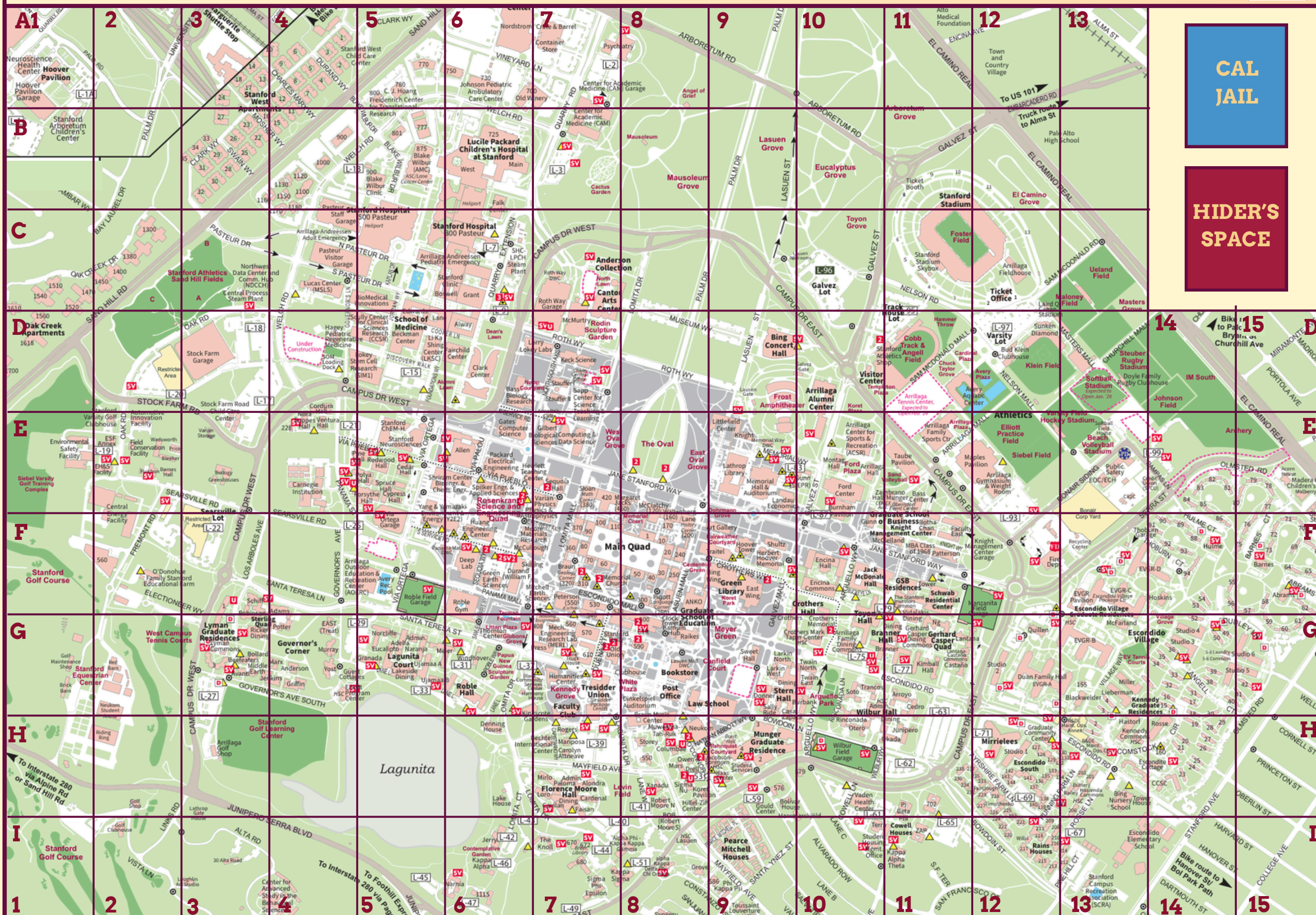
# FIND THE FARM.



HOW TO PLAY:

3 OF

1. ask
2. roll
3. guess
4. draw



CAL JAIL

HIDER'S SPACE

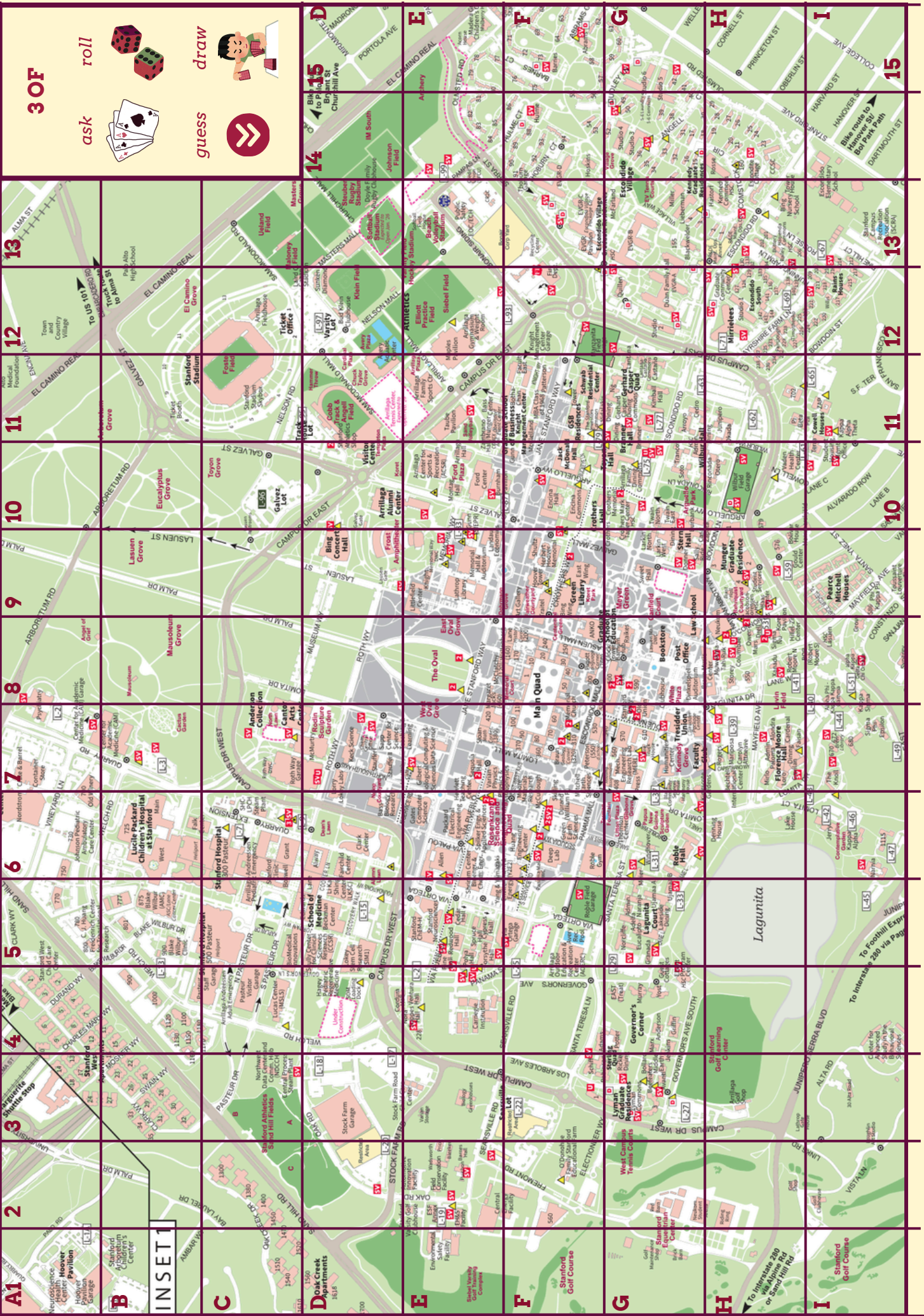
## DORMS

- Wilbur Hall
- Stern Hall:
- Casper Quad
- Florence Moore Hall
- Lagunita Court
- Governor's Corner
- Branner Hall
- Crothers Hall
- Mirrielees
- EVGR A-D
- Row Houses
- Cooperative Houses
- Escondido Village
- Rains Houses
- Lyman Residences
- Munger Residence
- Oak Creek Apts.

STANFORD VS BERKELEY

1 2 3 4 5 6





**3 OF 3**

ask  roll

draw  guess



# FIND THE FARM.

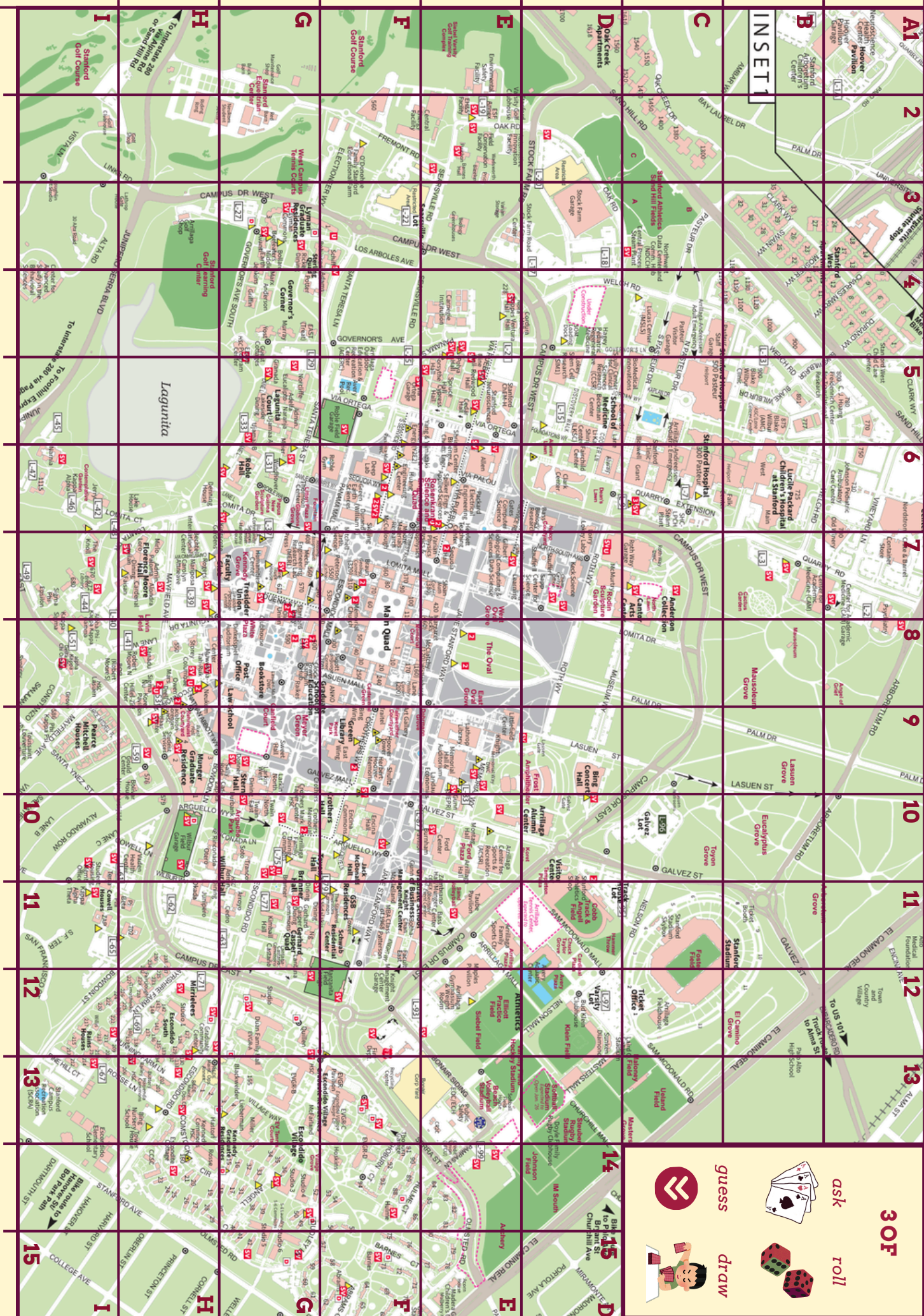
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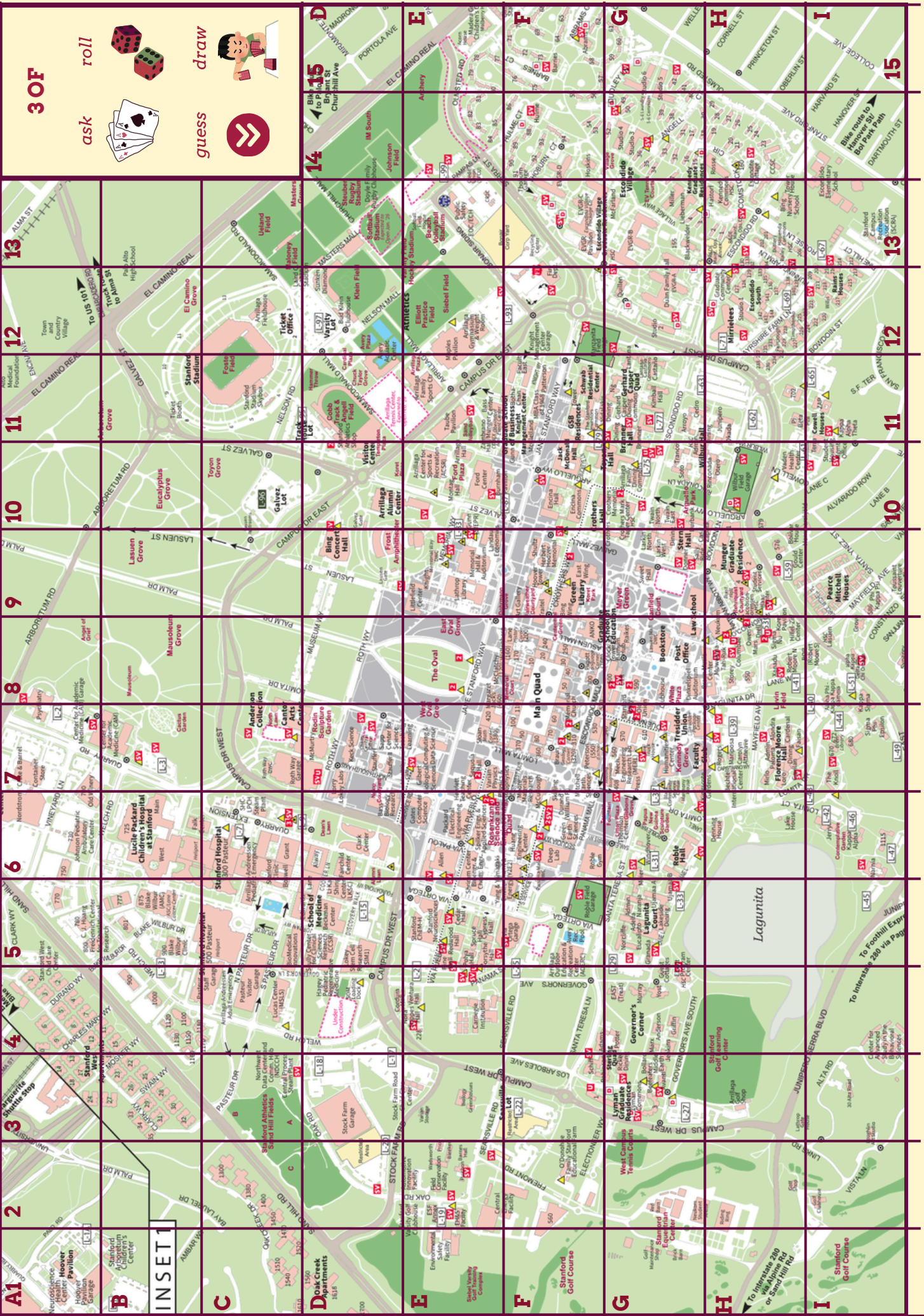
**3 OF 3**

ask  roll

draw  guess







3 OF 3

ask  roll

draw  guess



# FIND THE FARM.

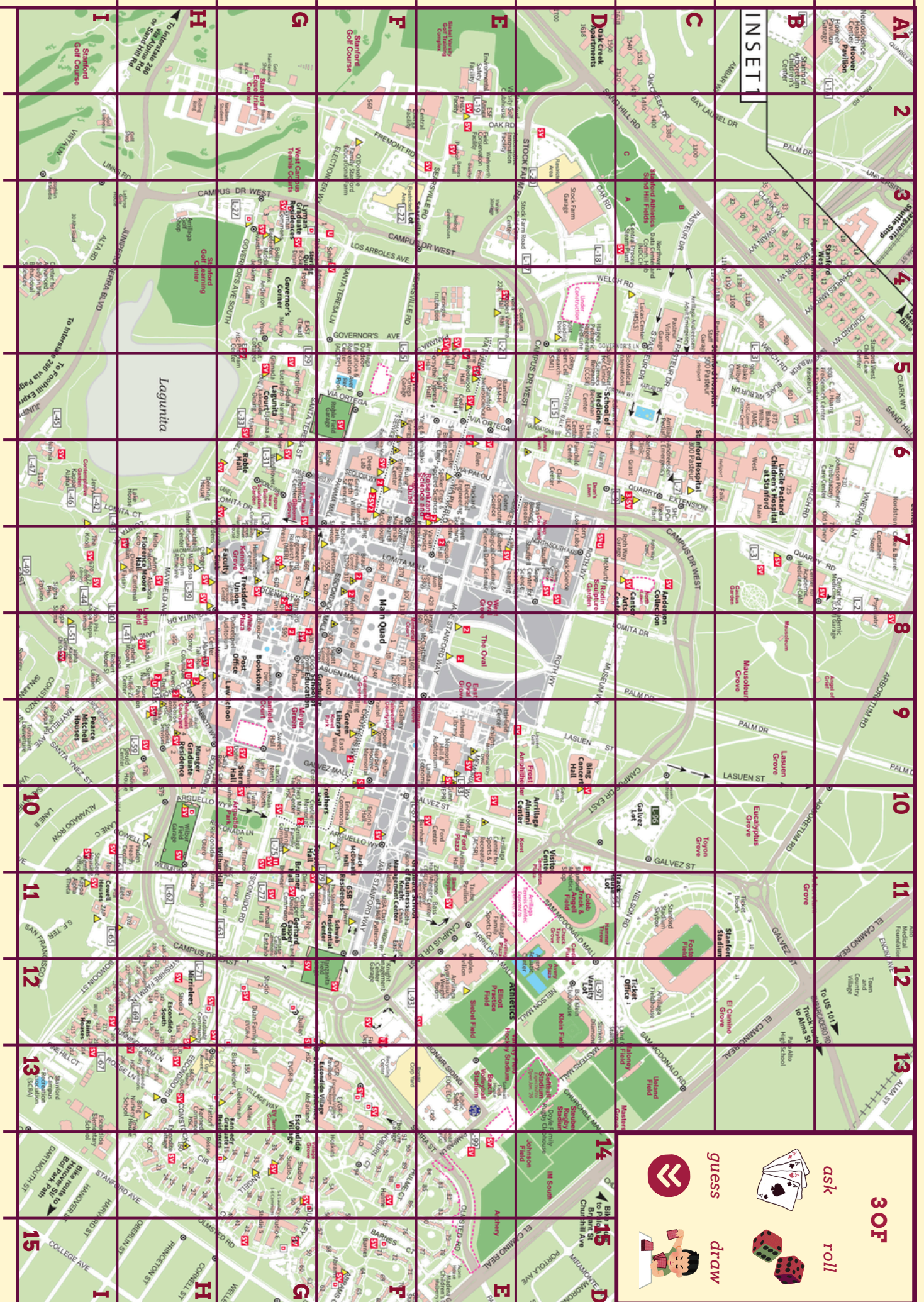
# FIND THE FARM.

3 OF 3

ask  roll

draw  guess





3 OF 3

ask  roll

draw  guess





**Seeker Question**

Are you further north than me?



**Seeker Question**

Are you further north than me?



**Seeker Question**

Are you further south than me?



**Seeker Question**

Are you further south than me?



**Seeker Question**

Are you further east than me?



**Seeker Question**

Are you further east than me?



**Seeker Question**

Are you further west than me?



**Seeker Question**

Are you further west than me?



**Seeker Question**

Have you had a class in your square?



**Seeker Question**

Is there any water in your square? (ex. fountains, pools, lakes)



**Seeker Question**

Are you within 5 squares of me?



**Seeker Question**

Are you within 8 squares of me?



**Seeker Question**

Is your nearest gym the same as mine? (ex. Farrigalla vs Nearrillaga)



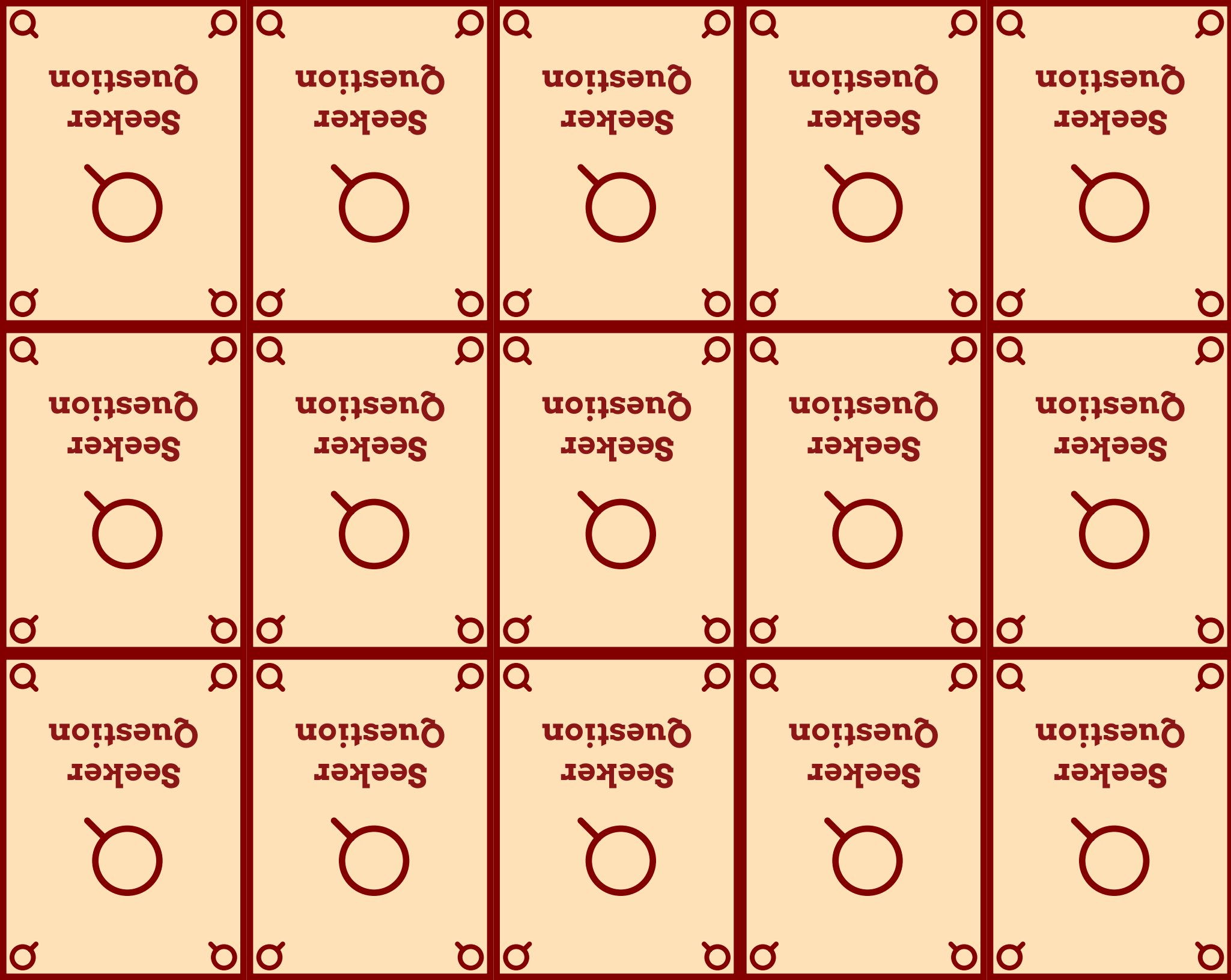
**Seeker Question**

Is your nearest gym the same as mine? (ex. Farrigalla vs Nearrillaga)



**Seeker Question**

Are you within 1 square of me?



**Seeker Question**

Is your nearest garage the same as mine?  
(ex. Manzanita, Roble, etc.)

**Seeker Question**

Is your nearest garage the same as mine?  
(ex. Manzanita, Roble, etc.)

**Seeker Question**

Is your square mostly outdoors?

**Seeker Question**

Are you within 1 square of me?

**Seeker Question**

Are you within 1 square of me?

**Seeker Question**

Do people usually hang out in your square?

**Seeker Question**

Are you within 2 squares of me?

**Seeker Question**

Are you within 2 squares of me?

**Seeker Question**

Could you watch a sporting event in your square?

**Seeker Question**

Are you within 5 squares of me?

**Seeker Question**

Are you within 5 squares of me?

**Seeker Question**

Are you within 8 squares of me?

**Seeker Question**

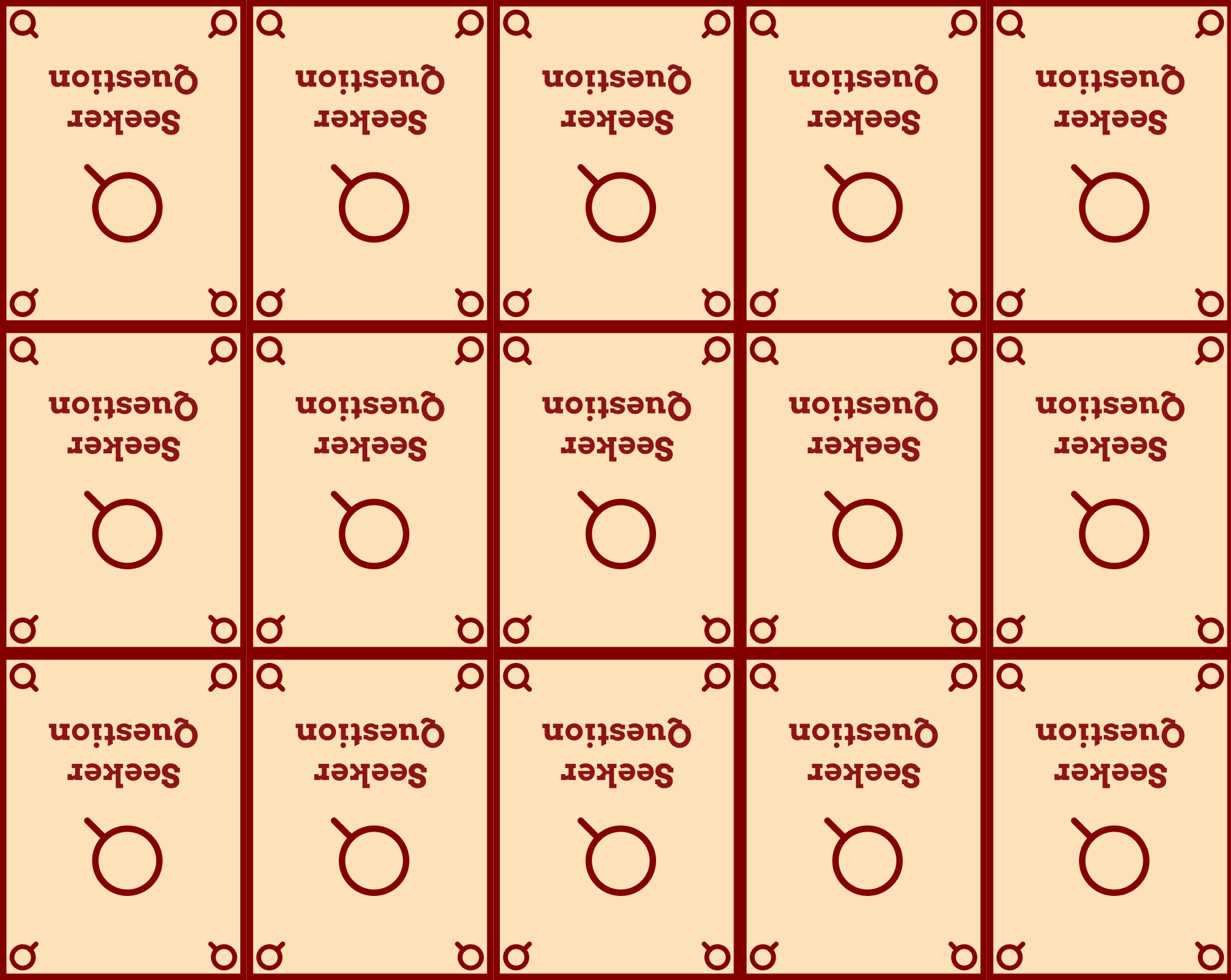
Have you had a class in your square?

**Seeker Question**

Does anyone go to bed in your square?

**Seeker Question**

Does anyone go to bed in your square?





**Seeker Question**

Could you watch a sporting event in your square?



**Seeker Question**

Is there any water in your square? (ex. fountains, pools, lakes)



**Seeker Question**

Are you on an even square?



**Seeker Question**

Are you on an even square?



**Seeker Question**

Are you on an odd square?



**Seeker Question**

Is your square mostly indoors?



**Seeker Question**

Do you spend a lot of time in your square?



**Seeker Question**

Do you spend a lot of time in your square?



**Seeker Question**

Would a tourist be likely to visit your square?



**Seeker Question**

Are you on an odd square?





**Seeker Question**

Would a tourist be likely to visit your square?



**Seeker Question**

Are you closer to the oval than me?



**Seeker Question**

Are you closer to the oval than me?



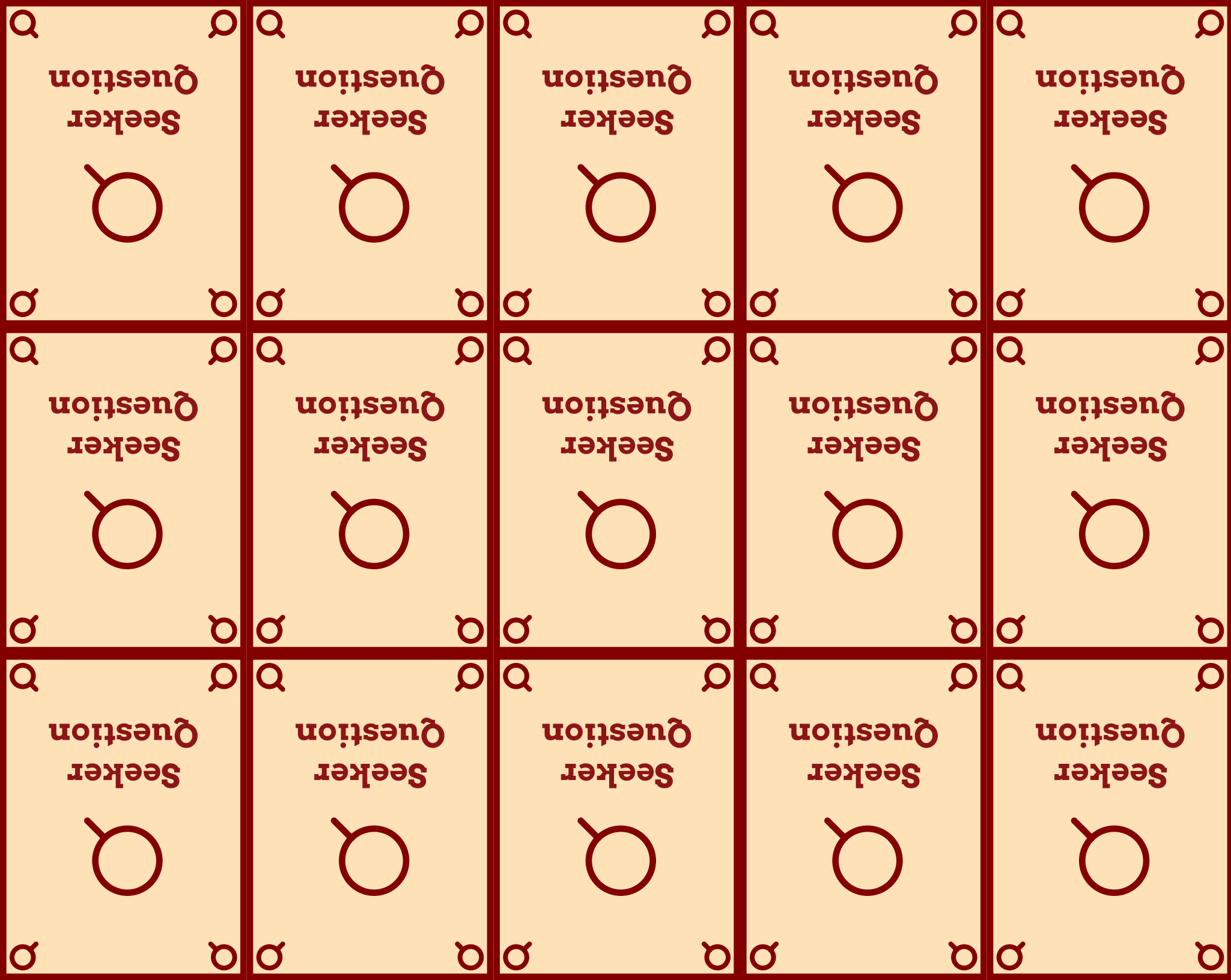
**Seeker Question**

Is the square letter in your name?



**Seeker Question**

Is the square letter in your name?





**Seeker Question**

Are you within 8 squares of me?



**Seeker Question**

Are you within 8 squares of me?



**Seeker Question**

Are you within 3 squares of me?



**Seeker Question**

Are you within 3 squares of me?



**Seeker Question**

Are you within 3 squares of me?



**Seeker Question**

Is your square on the edge of the board?



**Seeker Question**

Is your square usually crowded during the day?



**Seeker Question**

Can you get a meal in your square?



**Seeker Question**

Can you get a meal in your square?



**Seeker Question**

Have you ever been to your square?



**Seeker Question**

Is your square on the edge of the board?



**Seeker Question**

Are you within 2 squares of the edge of the board?



**Seeker Question**

Are you within 2 squares of the edge of the board?



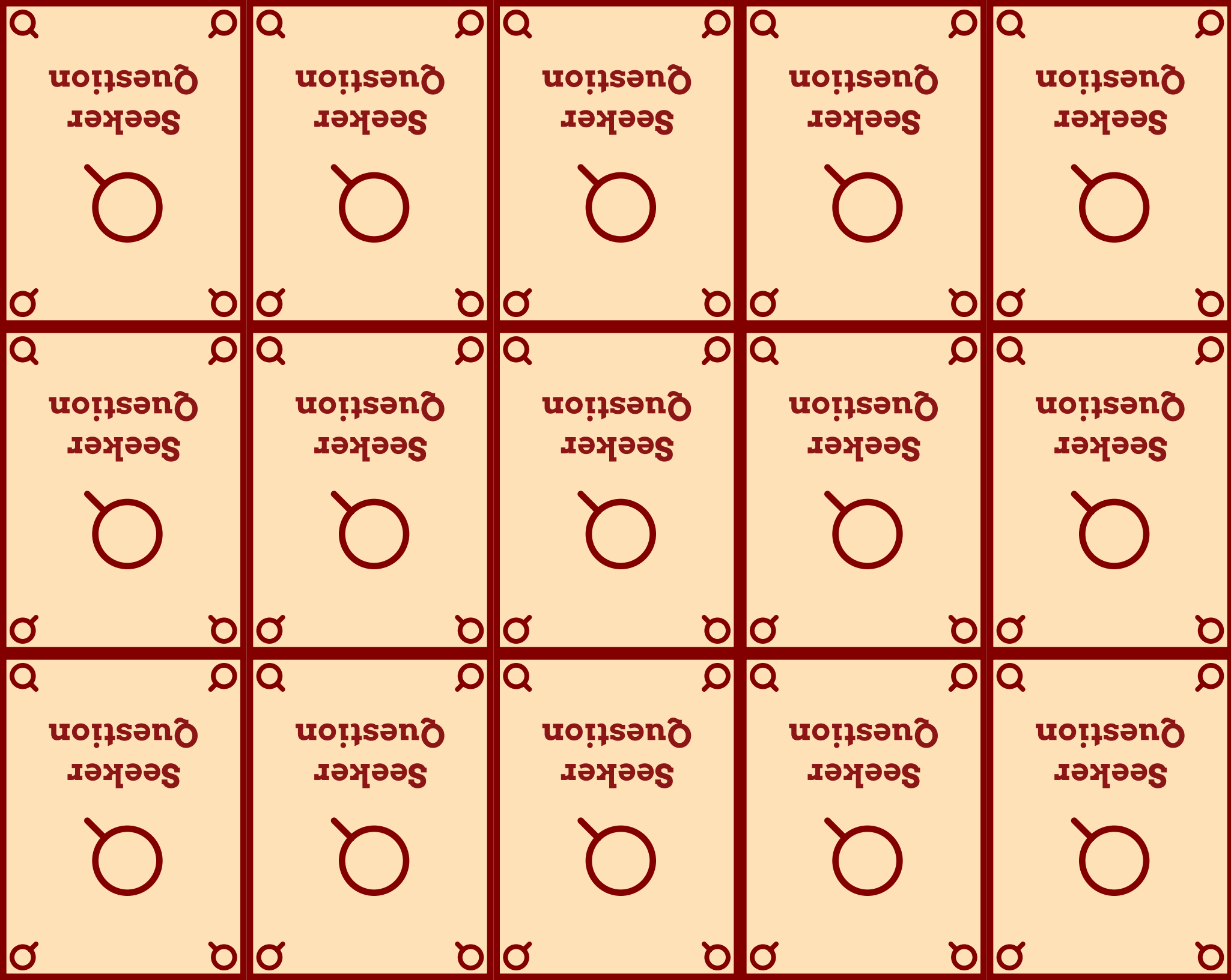
**Seeker Question**

Are you within 3 squares of The Oval?



**Seeker Question**

Are you within 3 squares of The Oval?



**Hider Power**

You may lie once to each seeker.

**Hider Power**

You can refuse to answer one question from each seeker.

**Hider Power**

Seekers can only have two cards in their hands.

**Hider Power**

If seekers roll a 3 they can only move 1 square.

**Hider Power**

You may move one seeker 6 squares once in the game.

**Hider Power**

You may move one square twice in the game.

**Hider Power**

You may move three squares once in the game.

**Hider Power**

You may move all seekers 3 squares in one direction once in the game.

**Hider Power**

Once per game, the seeker must discard two cards and play the third.

